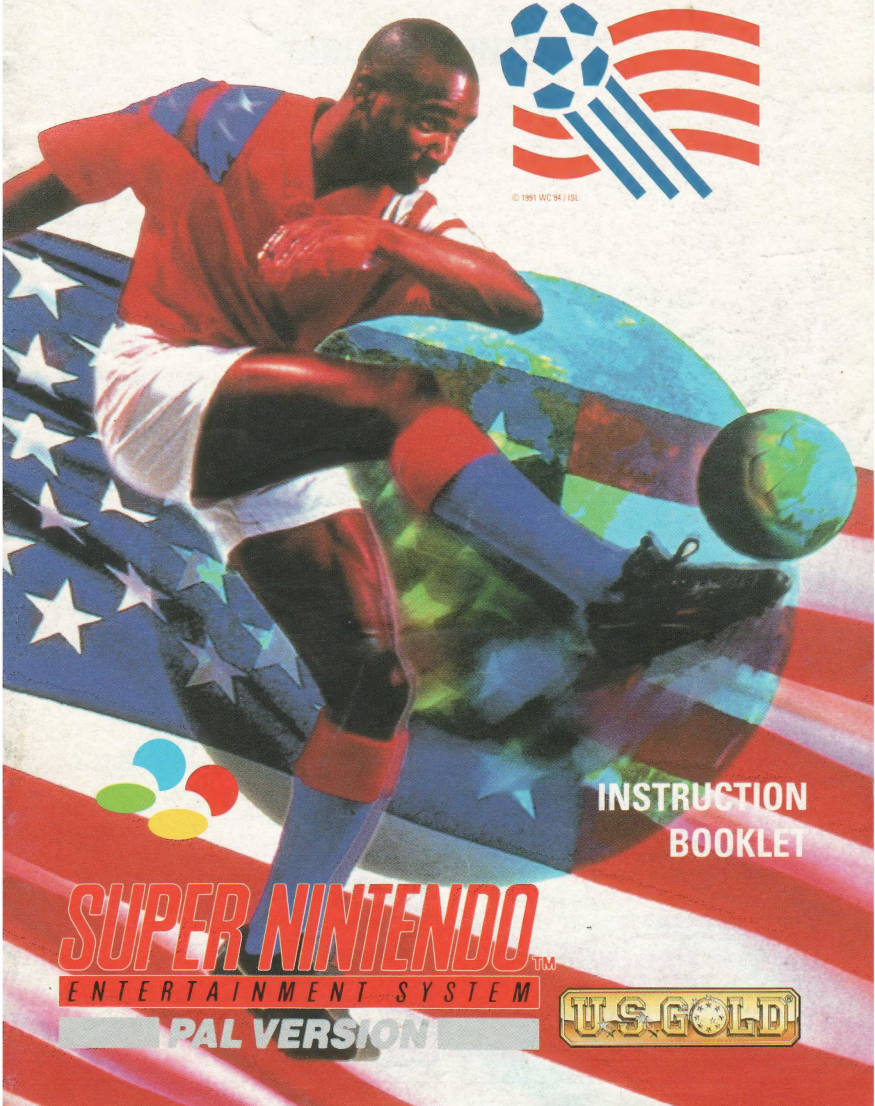
SNSP-U4-UKV

WorldCup USA 94™



INSTRUCTION BOOKLET

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

PAL VERSION

U.S. GOLD®

WorldCupUSA94™

© 1991 WC'94 / ISL

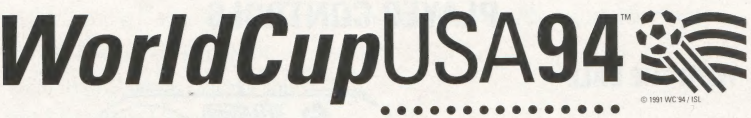


TABLE OF CONTENTS

Player Controls 2

Welcome to World Cup USA '94™. 3

What is Soccer?. 4

Starting Up Your System. 5

Language Selection. 6

Getting Started - The Main Menu 6

Team Options. 10

Tournament Status. 14

Pre-Match Options. 14

Pause Menu 14

Limited Warranty 15

U.S. Gold Helpline. 16

PLAYER CONTROLS

WITH THE BALL

A SHOOT (OR LONG KICK)*
B PASS
Y CHIP*

*After Touch

By adding After Touch you can curve the ball in flight to devastating effect. Use the D-pad to bend shots and chips left and right immediately after you kick the ball.

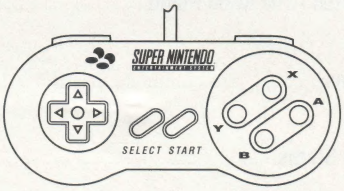
Passing

When you press **B**, move the D-pad to direct your pass. The ball is played to your nearest team mate in the 45° segment you are facing or in a straight line into this segment if there are no players available.

Trap Option

If the Trap Option is ON, holding **B** allows your player to turn on the spot before passing when the button is released.

WINNING THE BALL



A SLIDE TACKLE
B BLOCK TACKLE
Y PROFESSIONAL FOUL
- use with extreme caution!

HIGH BALLS

When you receive a pass in the air or intercept a high ball, you can hit it first time by using one of four spectacular moves, determined by the height and direction of the ball.

Press **B** to try a Volley, Jumping Header, Diving Header or Overhead Kick.

SET PIECES

For corners, goal kicks, free kicks and throw-ins a power/direction indicator appears, represented by an arc of white dots from the ball.

Move the D-pad left and right to alter the direction of the kick/throw, up decreases power and down increases power.

A KICK/THROW (along indicator line)

B PASS (to selected team mate)*

TR + D-pad SELECT SPECIAL PLAY

*At a set piece you can select a player to receive a direct pass using the power/direction indicator.

If you don't make a move within ten seconds the ball is automatically played.

X SCAN MODE

Scan Mode is available only during set pieces to nominate players off-screen to receive a pass. By holding **X** a selection cursor appears which can be moved around the pitch with the D-pad. Find the intended team mate and release the button to make your selection. You now return to the set piece and can pass to your designated player by pressing **B** (or fool your opponent by pressing **A** to kick/throw the ball along the power/direction arc).

Note: If the indicator is pointing directly at a player when Scan Mode is activated this player will be re-selected when you return to the set piece, so the indicator must point into an empty space before you enter Scan Mode.

Y Move highlighted player, Attack or Defence

Welcome to World Cup USA '94™

On June 17th, 1994 the greatest soccer show on earth kicks-off in the USA. Soccer's elite 24 nations meet head-on in their quest for the most prestigious prize in sport - the FIFA World Cup. For over 60 years the World Cup has symbolised sporting excellence and winning the esteemed trophy is the goal of every soccer-playing country.

Here's your chance to take up the ultimate challenge and 'make soccer history'. Steer your team to the height of international success against the best footballers in the world and re-write the XV World Cup record books.

World Cup USA '94 is the most comprehensive soccer simulation ever, capturing the magic of the most spectacular event in the sporting calendar to the finest detail. A flexible control system enables you to make every strategic decision involved in the four-week tournament, or if you can't be bothered with tactics go straight to kick-off.

The build-up to each game can be as complex or simple as you like, but when you get on the pitch only one question remains - have you got what it takes to win the World Cup or will you end up 'as sick as a parrot'?

What is Soccer?

Soccer is football, or football is soccer, depending on where you play it. To avoid any further confusion football, or soccer, will from now on be referred to only as soccer, and never football, although soccer players may still be called footballers (or simply players). It's a funny old game but it's the most popular game in the world, a game that everyone knows how to play. However, in the unlikely event that you don't know the rules, here's a brief summary of the basics for beginners; 22 players (two teams of 11) chase a round ball around a rectangular pitch trying to kick or head it into the opponent's goal.

There are several types of player:

Goalkeeper Each side has one 'goalie' who is allowed to handle the ball in his own penalty area (unless it is deliberately passed back by one of his team-mates). The 'keeper has the immense responsibility of stopping the opposition scoring goals.

Defenders These players must protect the goal by preventing opponents from shooting.

Midfielders As the name suggests, midfielders usually play in the middle of the field as a link between defence and attack, adopting the role of defender or forward as required.

Forwards The 'strikers' play upfront and try to score goals.

To score a goal a player must first gain possession of the ball, either by receiving a pass from one of his team-mates, intercepting an opponent's pass or tackling the player on the ball. The referee may apply his vast knowledge of the game to decide that a tackle is illegal and award a free kick or penalty (if the foul is committed in the offender's own penalty box) to the opposition. The referee can then book the aggressor (by showing him a yellow card), send him off (red card) or just give him a stern talking-to. If the ball is knocked out of play, either a throw-in, goal kick or corner is awarded to the other team, according to where it goes out.

Each match is divided into two halves of 45 minutes, plus extra-time if the result is a draw (in a knockout tie) and a penalty shoot-out if the scores are still level after

extra-time. Play kicks-off from the centre-spot at the start of each half and after a goal is scored, and the teams swap ends at half-time.

There are many more rules and intricacies of the great game which you will pick-up as you play - the main point to remember is that the team that scores the most goals, wins.

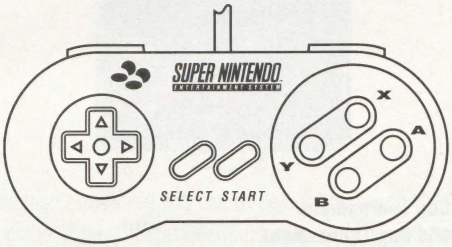
STARTING UP YOUR SYSTEM

1. Make sure your Super NES™ is OFF.

2. Plug a Control Pad into the port labelled 1 on the Control Deck.

3. Insert the *World Cup USA '94* Game Pak into your Super NES™. Press firmly to lock the Game Pak in place.

WARNING: Never try to insert or remove a Game Pak when the power is ON.



4. Turn the power switch ON. Press any button and the Language Selection screen will be displayed.

D-pad: Move the Directional Button to highlight options.

A/B/X/Y: Press to confirm your selections.

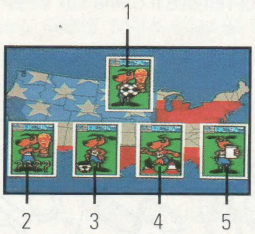
Start : Press to pause during the match and access your in-game options (see Pause menu). Will also be used to select certain options.

LANGUAGE SELECTION

You can play *World Cup USA '94* in one of eight languages, represented by flags on the Language Selection screen. Use the D-pad to move the bouncing ball icon over the desired flag and press **A/B/X/Y** to make your choice.

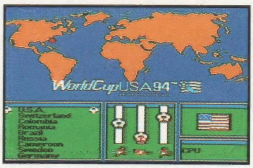
GETTING STARTED - The Main Menu

To select any feature on the Main Menu, move the bouncing ball over your desired option and press **B**.



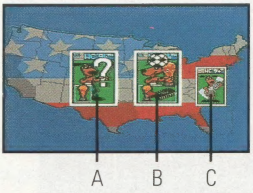
1. **Official World Cup Tournament**
2. **Customised World Cup Tournament**
3. **Friendly Match**
4. **Practice Menu**
5. **Options Menu**

1. Official World Cup Tournament



Use D-pad to scroll through the qualifiers for *World Cup USA '94* and select which of the 24 countries you wish to control. Press **B** to nominate your team and then enter your name by using D-pad to select each letter and pressing any button to confirm your choice until your name is complete (maximum 11 characters). You can designate control of as many teams as you want or leave them computer-controlled. The Team Power Display shows a graphic representation of ability (speed, tackling, skill).
The screen will confirm your selections. When you are happy with the choices made, press **Start**.

2. Customised World Cup Tournament



If your favourite team hasn't qualified you can re-design the tournament by adding up to eight countries in place of the Official qualifiers and allocate each team to the group of your choice.

Select option **A** and you are presented with the Official World Cup groupings plus a further eight teams. Use D-pad to highlight the team you wish to include and press **A/B/X/Y**. Now select the team you wish to replace and press **A/B/X/Y** again. Repeat this procedure as often as you like until you have the tournament of your choice. When you are satisfied with your customised World Cup press **Start** to begin the tournament. Your customised World Cup tournament is automatically saved for future use.
Option **B** enables you to enter the previously saved game. Press **A/B/X/Y** to restore your customised tournament.

C Exit to the Main Menu

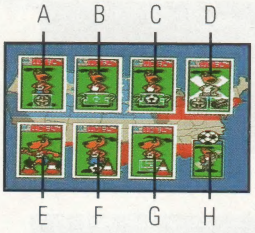
3. Friendly Match

Warm-up for future competition with a well-chosen friendly against the team of your choice.

Select one of three formats;

1. Computer v Computer - watch a demo match to pick up helpful hints
2. Human v Computer - joypad 1 or 2
3. Human v Human - joypad 1 controls team 1, joypad 2 controls team 2

4. Practice Menu



A **Team 1 Control Selector:** Toggle between Human/Computer control for Team 1

B **Team Options:** Enter Team Options sub-menu

C **Options:** Enter the Options Menu

D **Team 2 Control Selector:** Toggle between Human/Computer control for Team 2 (If you are playing alone you can select Human control for Team 2 so that you can practice your skills)

E **Practice Set Pieces:** Use D-pad to move the ball around the pitch until you find the spot where you wish to practice a set piece. Press **Fire** to set up a free kick, corner kick or throw- in according to your position on the field.

F **Practice Match:** Practice your matchplay with the odds in your favour - all the referee's decisions will go your way!

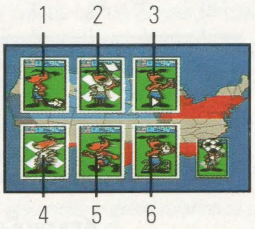
G **Practice Penalties:** Fine tune your shoot-out skills

H **Exit** to Main Menu

5. Options Menu

A In-game Options

The In-game Options Menu presents you with a number of variables, represented by individual Striker icons, which allow you to customise the playing conditions and rules for the forthcoming tournament. Move the bouncing ball over each alternative and make your choices by pressing **A/B/X/Y** to toggle or select an option.



1. **Back-pass Rule:** If your keeper isn't happy with the recent rule change that prevents him handling back-passes, you can revert to the old laws.
2. **Offside Rule:** A player is offside if he is beyond the last defender when a pass is made into the opposing half. Unlike real international managers you have the option to forsake the offside rule and give your strikers license to goal hang upfront - but remember, it's the same for the opposition.
3. **Auto Replay:** Toggle action replay option ON/OFF.
4. **Weather:** When the weather option is ON, Wind will affect the game to varying degrees. The playing conditions are randomly selected for each match, so you have no control over the weather - as in real life!
5. **Game Speed:** 1 Slow 2 Normal 3 Fast
6. **Match Duration:** Select the length of each match, from 2 x 3 minutes, 2 x 5 minutes, 2 X 10 minutes, 2 x 20 minutes or 2 x 45 minutes. Default is 2 x 3 minutes.

When you have modified the matchplay to your liking move to the **Exit** icon and return to the previous menu.

B Music

Select Music test.

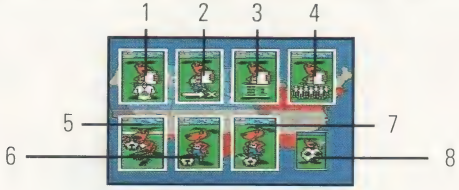
C Sound FX

Select Sound FX test.

TEAM OPTIONS

As a national team manager there are crucial tactical decisions to be made before the big match. The Team Options Menu gives you the chance to make various strategic adjustments to your team and style of play.

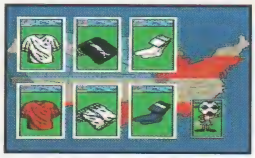
In *World Cup USA '94* you have complete control over the players in your squad and the way they play in each match. By using the individual customisation editors you can fine-tune every aspect of your team's character to suit your own personal approach to the game.



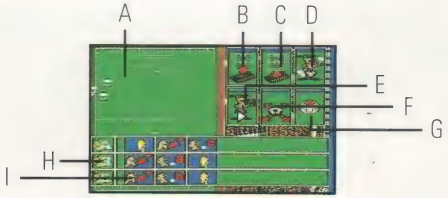
1. **Strip Designer**
2. **Set-piece Editor/Special Plays**
3. **Formation Editor**
4. **Squad and Formation Selection**
5. **Keeper Control**
6. **Trap**
7. **Dribble Control**
8. **Exit**

1. Strip Designer

Use D-pad to select which item of kit you wish to change and press **A/B/X/Y** to cycle through the choices available. The top 3 selections are for your home kit and the bottom 3 for your away kit.



2. Set-piece Editor/Special Plays



A Pitch display shows special plays

B Load a previously saved special play

C Save current special play

D **Exit** Special Plays Editor

E Demonstrate current special plays

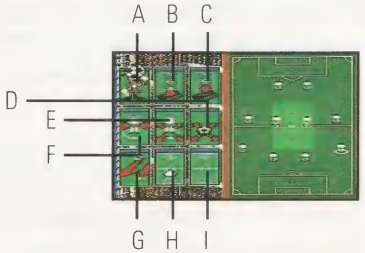
F Move your player to the relevant position to choose a set piece from which the special play will be called (corner, throw-in, etc.)

G Nominate a D-pad direction that will activate the special play within the game (Up, Down, Left or Right) by pressing **A/B/X/Y**.

H Select player A,B or C to designate a pre-determined move within option **I** and use D-pad to move him into the desired starting position. *(Note: The other 2 players will also move in direct relation to your selected player).*

I Now use D-pad and **A/B/X/Y** to decide which moves you wish that player to perform, and in what order. The options available are 'Waiting for the Ball', 'Running into position' (by pressing **A/B/X/Y** again within this option, you can use D-pad to decide where your player will run to) and 'Receive a pass'. There are numerous combinations of moves you can program to create individual special plays.

3. Formation Editor



The pitch is divided into nine sectors so that you can see how your formation changes with the flow of play. This means that you can instruct players specifically how to react to different situations in a match to comply with your winning strategy.

A **Exit** to Team Options

B Use one of the pre-set formations or load a previously saved line-up. Move the ball over each formation and press any button to make a choice. As you select a formation the players on the pitch run into the appropriate positions so that you can decide for sure whether you want to go with it or try another.

C Save a new formation. you can save a maximum of seven personal line- ups at any time, for use in future games. When you have designed the desired formation press **A/B/X/Y** to save.

D Select a player. Press **A/B/X/Y** to cycle through your players'positions on the pitch.

E Change player positions. After selecting a set formation it is now possible to tailor the behaviour of individual players and devise new tactics. Each player adopts a different position in relation to the ball according to the specified formation and match circumstances, and so you can modify this position to suit your style of play and overall game strategy - if you have one! Hold **A/B/X/Y** and use D-pad to move your player to his new position. You can use this function to allocate your players to different positions in every situation in all regions of the pitch, thus creating a unique formation which can than be saved for future games.

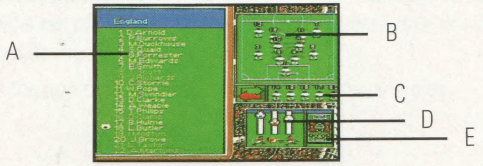
F Show pitch sectors. Hold **A/B/X/Y** and use D-pad to move the ball and highlight each pitch region alternately to demonstrate how your player formation adapts with the flow of play.

G Player modifier. You can fine tune the movement of individual players in direct relation to the ball within each highlights pitch sector. Hold **A/B/X/Y** and use D-pad (Left and Right) to select one of four settings to determine how far your players position themselves from the ball.

H Defence/Attack. Press **A/B/X/Y** to show how your formation changes according to a defensive or attacking situation.

I Set piece/Open play. Press **A/B/X/Y** to toggle between formation changes in open play (according to pitch sector and position of the ball) or at specific set pieces.

4. Squad and Formation Selection



A Using D-pad select 16 players from the 22 player squad displayed. Press **A/B/X/Y** to confirm your selection.

B Shows your players in the starting line-up with their individual squad numbers

C Current substitutes

D Speed/Tackling/Skill display

E Present formation. Alternative formations may be selected using **A/B/X/Y**.

Note: The 'Note Pad' shows a formation not yet saved.

5. Keeper Control

Press **B** to choose player or computer control for your goalkeeper. When your goalie is computer-controlled you take over for goal kicks and throw-outs although the computer automatically intervenes if you do not make a move within ten seconds.

Defending a penalty: You take control of the keeper to defend penalties.
Direct the D-pad and press **B** to make a save.

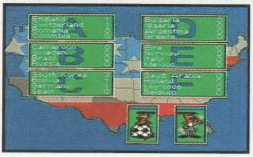
6. Trap

You can also decide whether your players trap the ball when they receive a pass, or play one-touch football. Press **B** to toggle the Trap option ON/OFF.

7. Dribble Control - The Glue Factor

If you have played other soccer games you will have noticed how much the degree of ball control varies from game to game - in some the ball practically sticks to your feet while in others it is almost impossible to dribble effectively. *World Cup USA '94* allows you to modify 'The Glue Factor' to suit your personal style of play. Press **B** to select one of four settings - the higher 'The Glue Factor', the closer your ball control.

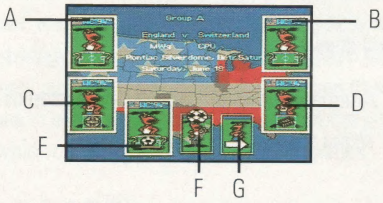
TOURNAMENT STATUS



The current tournament status is displayed before you move on to the next match.

PRE-MATCH OPTIONS

Before kick-off you can customise the gameplay to suit your own soccer style and make a range of strategic and managerial decisions to prepare your team for each fixture.



A Team 1 options

B Team 2 options

C Team 1 control: toggle Human/Computer

D Team 2 control: toggle Human/Computer

E In-game Options Menu

F Go to kick-off (or watch the match if both teams are computer-controlled)

G Skip match

PAUSE MENU

Press **Start** during play to pause the game. A number of options are now accessible:

Replay: Press **B** to replay the camera action

Formation: Press **B** to change your current formation

Substitution: You can make 2 substitutions during each match. You cannot substitute a player who has been given a RED card by the referee and only ONE substitution can be made at a time.

The Shirt No. and player name will appear on screen. Use D-pad to scan through the players on the field. When the player you wish to substitute appears, press **B**.

The names of your substitutes will then appear. Use the D-pad to cycle through them, pressing **B** to select or **Start** to cancel the substitution. A substitution can only be made when the ball is out of play. If a player is injured, substitution is automatic (substitutions cannot be made in Practice Mode).

Quit: Quit game to the appropriate menu. Press **Start** to resume play.

CREDITS

Design

Tony Bickley and the U.S. Gold Software Development team

Graphics, Music, Art and Programming

Tiertex Ltd

Project management

Tony Bickley (U.S. Gold Ltd)

Documentation

Bob Kenrick and Pete Matthews (U.S. Gold Ltd)

LIMITED WARRANTY

U.S. Gold reserves the right to make improvements in the product described in this manual, at any time and without notice. U.S. Gold makes no warranties expressed or implied, with respect to this manufactured material, its quality, merchantability or fitness of any particular purpose. If any defect arises during the 90 day limited warranty on the product itself (i.e. not the software program, which is provided "as is") return it in its original condition to the point of purchase. Proof of purchase required to effect the 90 day warranty.

U.S. Gold Limited, Units 2/3 Holford Way, Holford, Birmingham B6 7AX, England.
Tel: 021 625 3366.

PRINTED IN JAPAN.